

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus used in association with a display, wherein a plurality of players participate and play a game on a display screen displayed on said display, said game apparatus comprising:

one or more a-game program storage areas for storing a game program;

an operating member operated by the player;

a-number-of-players detector~~detection programmed logic circuitry~~ for detecting the number of players who participate in the game;

a-screen divider~~dividing programmed logic circuitry~~ for dividing a display area included in said display screen by the number of the participating players, and forming a plurality of divided areas;

a-game image generator~~generating programmed logic circuitry~~ for generating game images in each of said divided areas allotted to each player based on said game program and an operation from said operating member;

an evaluating value setter~~setting programmed logic circuitry~~ for setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; and

a-size changer~~changing programmed logic circuitry~~ for changing a size of said divided areas allotted to each player based on said evaluating value.

2. (Currently Amended) A game apparatus according to claim 1, wherein  
said screen divider dividing programmed logic circuitry equally divides an area of  
said display area by said number of the participating players, wherein  
said size changer changing programmed logic circuitry changes the area of said  
divided areas of each player.

3. (Currently Amended) A game apparatus according to claim 1, further  
comprising  
a display area renderer rendering programmed logic circuitry for rendering a  
circular display area within said display screen; wherein  
said screen divider dividing programmed logic circuitry equally divides said  
circular display area rendered by said display area renderer rendering programmed logic  
circuitry by said number of the participating players in such a manner that each divided  
area is rendered by an angle that passes the center thereof,  
said size changer changing programmed logic circuitry changes a center angle of  
said divided areas of each player.

4. (Currently Amended) A game apparatus according to claim 1, wherein  
said game image generator generating programmed logic circuitry generates a  
changed game image according to a size change of said divided areas by said size  
changer changing programmed logic circuitry.

5. (Currently Amended) A game apparatus according to claim 4, wherein

said game image ~~generator~~ generating programmed logic circuitry generates the game image in such a manner as to change a visual range.

6. (Currently Amended) A game apparatus according to claim 1, further comprising

a-end determining programmed logic circuitry portion for determining whether or not there is a player who ends the game out of the participating players; wherein

    said size ~~changer~~ changing programmed logic circuitry re-divides said display area by the number of the remaining players ~~that subtract the players~~ when determined by said end determining portion programmed logic circuitry that there is the player who ends the game, and determines a size of re-divided areas based on the evaluating value of the remaining players.

7. (Currently Amended) A game system in which a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine, said game system comprising:

    an exchanging portion for exchanging data between said video game machine and said hand-held game machine; and

    an evaluating value setter for setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; wherein said hand-held game machine, includes:

at least one first game-program storage area for storing a program for a player's own hand-held game;  
an operating unit-member operated by the player;  
a first game-image generator generating programmed logic circuitry for generating a separate game image to be displayed on said separate display based on said program for a player's own hand-held game or an operation from said operating unit; and said video game machine, includes:

at least one second game-program storage area for storing an operating program for the video game machine and a program for an interlocking game;  
a number-of-players detector detecting programmed logic circuitry for detecting the number of players who participate in the game;  
a screen divider dividing programmed logic circuitry for dividing a display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

a second game-image generator generating programmed logic circuitry for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage area or an operation from said operating unit-member received by said exchanging portion; and

~~a-size changer~~ changing programmed logic circuitry for changing a size of said divided areas allotted to each player based on said evaluating value set by said evaluating value setter.

8. (Currently Amended) A game system according to claim 7, wherein said evaluating value setter ~~is~~ comprises evaluating value setting programmed logic circuitry and is provided in said video game machine, said first game-image generator ~~generating~~ programmed logic circuitry re-generates said separate game images based on the evaluating value of the player received from said video game machine by said exchanging portion.

9. (Currently Amended) A game apparatus for use with a display, and in which a plurality of players participate and play a game on a display screen displayed on said display, said game apparatus comprising:

at least a first game program storage for storing a game program; an operating ~~unit~~ member operated by the player; ~~a-number-of-players detector~~ detecting programmed logic circuitry for detecting the number of players who participate in the game; ~~a-screen divider~~ dividing programmed logic circuitry for dividing a display area included in said display screen by the number of the participating players, and forming a plurality of divided areas;

a-game image ~~generator~~generating programmed logic circuitry for generating game images in each of said divided areas allotted to each player based on said game program and an operation from said operating ~~unit~~member;

a-end determining portion programmed logic circuitry for determining whether or not there is a player who ends the game out of the participating players; and

a-re-dividing portions programmed logic circuitry for re-dividing said display area by the number of the remaining players that subtract the number of players when determined by said end determining portion programmed logic circuitry that there is the player who ends the game, and allotting the re-divided areas to the remaining players.

10. (Currently Amended) A game system in which a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine, said game machine comprising:

an-exchanging portion programmed logic circuitry for exchanging data between said video game machine and said hand-held game machine; wherein said hand-held game machine, includes:

at least a first game-program storage area for storing a program for a player's own hand-held game;

an operating ~~unit~~member operated by the player;

a-first game-image ~~generator~~generating programmed logic circuitry for generating a separate game image to be displayed on said separate display based on said

program for a player's own hand-held game or an operation from said operating unit-member; and

    said video game machine, includes:

        at least a second game-program storage area for storing an operating program for the video game machine and a program for an interlocking game;

        a-number-of-players detector-detecting programmed logic circuitry for detecting the number of players who participate in the game;

        a-screen divider-dividing programmed logic circuitry for dividing the display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

        a-second game-image generator-generating programmed logic circuitry for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage area or an operation from said operating unit-member received by said exchanging portion;

        a-end determining portion programmed logic circuitry for determining whether or not there is a player who ends the game out of the participating players; and

        a-re-dividing portion programmed logic circuitry for re-dividing said display area by the number of the remaining players ~~that subtract the player when~~ determined by said determining portion that there is the player who ends the game, and allotting the re-divided areas to the remaining players.

11. (Currently Amended) A storing medium that stores an executable game program for changing a plurality of divided areas on a display screen in a game apparatus that is provided to be associated with said display, and a plurality of players participate in

a game and operate an operating unit-member so as to play the game on said display screen displayed on said display, said game program allows a computer of said game apparatus to execute the steps of:

~~a number of players detecting step of~~ detecting the number of players who participate in the game;

~~a screen dividing step of~~ dividing the display area included in said display screen by the number of the participating players, and forming said plurality of divided areas;

~~a game image generating step of~~ generating game images in each of said divided areas allotted to each player based on an operation from said operating unitmember;

~~an evaluating value setting step of~~ setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; and

~~a size changing step of~~ changing a size of said divided areas allotted to each player based on said evaluating value.

12. (Currently Amended) A storing medium that stores a game program for changing a plurality of divided areas on a common screen in a game system having a

video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit-member operated by a player and a separate display connected to said video game system, wherein a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

    said game program allows a computer of said hand-held game machine to execute the steps of:

~~an operation transferring step of~~ transferring an operation from said operating means-member to said video game machine; and  
        ~~a first game image generating step of~~ generating a separate game image to be displayed on said separate display based on the operation from said operating unit; and  
    said game program allows a computer of said video game machine to execute the steps of:

~~an operation receiving step of~~ receiving an operation from said hand-held game machine;

~~a number of players detecting step of~~ detecting the number of the players who participate in the game;

~~a screen dividing step of~~ dividing a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

~~a second game image generating step of generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;~~

~~an evaluating value setting step of setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player;~~  
and

~~a size changing step of changing a size of said divided areas allotted to each player based on said evaluating value.~~

13. (Currently Amended) A storing medium that stores an executable game program for changing a plurality of divided areas on a display screen in a game apparatus for use with a display, and in which a plurality of players participate in a game and operate an operating unit so as to play the game on said display screen displayed on said display,

said game program enabling a computer of said game apparatus to execute the steps of:

~~a number of players detecting step of detecting the number of players who participate in the game;~~

~~a screen dividing step of dividing a display area included in said display screen by the number of the participating players, forming said plurality of divided areas;~~

~~a game image generating step of generating game images in each of said divided areas allotted to each player based on an operation from said operating unit;~~

~~determining step of~~ determining whether or not there is a player who ends the game out of the participating players; and

~~a re-dividing step of~~ re-dividing said display area by the number of the remaining players when determined by said determining step that there is a player who ends the game, and allotting the re-divided areas to the remaining players.

14. (Currently Amended) A storing medium that stores an executable game program for changing a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit operated by a player and a separate display connected to the video game machine, wherein a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program enabling a computer of said game apparatus to execute the steps of:

~~an operation transferring step of~~ transferring an operation from said operating unit to said video game machine; and

~~a first game image generating step of~~ generating a separate game image to be displayed on said separate display based on the operation from said operating unit; and  
said game program enables a computer of said video game machine to execute the steps of:

~~an operation receiving step of~~ receiving an operation from said hand-held game machine;

~~a number of players detecting step of~~ detecting the number of players who participate in the game;

~~a screen dividing step of~~ dividing a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

~~a second game image generating step of~~ generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;

~~determining step of~~ determining whether or not there is the player who ends the game out of the participating players; and

~~a re-dividing step of~~ re-dividing said display area by the number of the remaining players ~~that subtract the number of players~~ when determined by said determining step that there is a player who ends the game, and allotting the re-divided areas to the remaining players.